

Space
Aces
Landing Party

RULEBOOK

"Captain's Log: Our exploration mission has brought us to an uncharted planet. It appears to be an ideal location for a new colony. With this discovery, I am hopeful the Admiralty will finally grant us the needed resources to install those state-of-the-art cappuccino makers onboard.

However, our excitement is dampened at finding another crew already in orbit. It seems they have the same plans as us and want the credit of discovering this world for themselves. Not on my under-caffeinated watch! It's time to assemble a landing party to secure our claim and ensure the success of the expedition."



www.SpaceAces.fun

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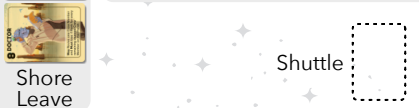
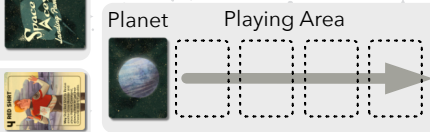
WELCOME ABOARD SPACE ACES!

Set your phasers to "stunning" as you join the galactic race to glory in this fast-paced & hilarious sci-fi card game for 2-3 players.

With each turn, deploy a daring cast of Crew Members & Special Guests, each with their own unique abilities, to claim the honor of discovering a newfound planet. But beware! Your rivals are here too and won't hesitate to thwart your progress in order to claim the planet for themselves.

Get ready for an exciting adventure filled with fun and laughter in this comedic battle of wits as you race to boldly get there first!





2-PLAYER MISSION SETUP

1. ARRIVE IN ORBIT. Give each player a **Starship** and place a **Planet** in the **Playing Area**. If this is your first Mission, determine who goes first randomly. Otherwise, whoever won the last Mission must go first.

2. PREP THE DECK. Remove all Cadets & all Crew Members with a * symbol in their name.

3. BRIG & SHORE LEAVE. Shuffle & place two Crew Members face-up on **Shore Leave** and two more facedown to the **Brig**.

4. ALL ABOARD! Deal the remaining seven Crew Members into each player's hand to become the crew of their **Ship**.

5. ASSIGN THE CADETS. (Skip this step if this is your first Mission of the game) Give each player that has discovered a Planet one Cadet. They must make room onboard by choosing a different Crew Member from their **Ship** and placing it face-up on **Shore Leave** before the Mission starts.

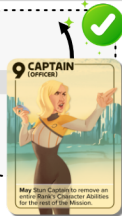
6. LOAD THE BUFFER. Each player chooses one Crew Member to hide facedown in the **Buffer** of their **Starship**. Buffered crew are not considered to be onboard the **Ship**.

HOW TO PLAY

MISSION START: Players take turns beaming down a Crew Member from their Ship to the Playing Area to Take Command of the landing party on the Planet.

TAKING COMMAND: The Crew Member beamed down must be of equal or higher Rank than the one currently In Command of the landing party on the Planet unless their character ability text says otherwise.

*Example: The Telepath **can** Take Command since her Rank is equal to the Navigator's. After Taking Command, the Telepath **may** activate her character ability. The Captain **can** Take Command from the Telepath because her rank is higher.*



CHARACTER ABILITIES: Unless otherwise indicated, immediately after Taking Command of the landing party a player may choose to activate their Crew Member's character ability if possible.

The Ambassador, Secret Agent, Robot, Hologram, Counselor, and Cadet's abilities are always activate and assist or limit their ability to Take Command.

*Example: The Ambassador **may** Take Command from the Captain, even though she has a lower Rank, because her ability allows her to Take Command from any Officer. However, Number One **cannot** Take Command from the Ambassador because her ability also prevents an Officer from Taking Command from her.*

MANDATORY ABILITIES: Activating a Crew Member's character ability is optional if the word "May" is used. However, if the words "Must", "Cannot" or "Can Only" are used then that ability is considered mandatory.

Abilities that modify a Crew Member's Rank are temporary and reset as soon as that Crew Member is no longer In Command.

*Example: A Cadet **cannot** Take Command from another Cadet and **cannot** Take Command at all unless there is an active unstunned Officer on the Planet.*

*An Admiral **must** Stun everybody else on the Planet after Taking Command.*



STUNNING: Many character abilities require the Crew Member to stun itself to use their ability. When Stunned, Crew Members are turned sideways in the Playing Area. While Stunned, Crew Members have a Rank of 0 and their character ability text is ignored.

Though Stunned, they are still In Command of the landing party until another Crew Member is sent down to Take Command.

*Example: A Rank 4 Nurse **can** Take Command from a Stunned Translator because her Rank is reduced to 0. The Nurse **may** temporarily gain +4 Rank thanks to her character ability, but will lose that bonus after she is no longer In Command.*

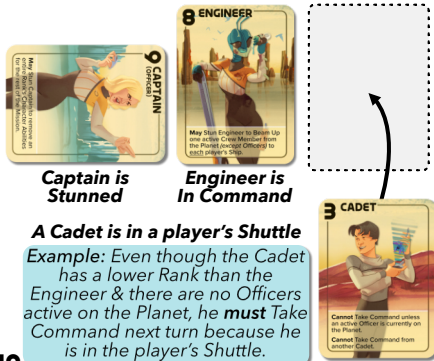


*Sideways = Stunned
(Translator's Rank is 0)*



USING SHUTTLES: Some character abilities tell players to place a Crew Member into their Shuttle. This is indicated by placing the card facedown in front of them.

If a player has a Crew Member in their Shuttle, that Crew Member **must** be sent to the Planet to Take Command on their next turn instead of one from their Ship. A Crew Member in a Shuttle takes command automatically, even if it has a lower Rank.



9 CAPTAIN (OFFICER)
May Take Command by removing an active Crew Member from the Planet.

8 ENGINEER
May Stun Engineer to Beam Up one active Crew Member from the Planet (except Officers) to each player's Ship.

3 CADET
Cannot Take Command unless an active Officer is currently on the Planet.
Cannot Take Command from another Cadet.

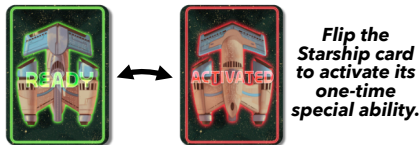
Captain is Stunned

Engineer is In Command

A Cadet is in a player's Shuttle
Example: Even though the Cadet has a lower Rank than the Engineer & there are no Officers active on the Planet, he **must** Take Command next turn because he is in the player's Shuttle.

ACTIVATING YOUR STARSHIP: Once per Mission, instead of beaming down a Crew Member, a player may flip their Starship card to activate its one-time special ability.

Activating a Starship's special ability stuns the Crew Member currently In Command of the landing party on the Planet, beams that player's facedown Crew Member in their Buffer directly onto their Ship, and ends their turn immediately.



WINNING THE MISSION: If a player cannot activate their Starship or Take Command of the landing party on their turn they lose & their Opponent is awarded the Certificate Of Discovery for that Mission. Gather all the cards, and setup for the next Mission.

WINNING THE GAME: The first player to be awarded two Certificates Of Discovery wins the game! Hooray!

GAME VARIANTS

ADVANCED 2-PLAYER GAME: Add 2 Special Guest Crew Members (*Crew cards with a * symbol after their name*) to the starting deck. Deal as usual.

3-PLAYER GAME: Add 2 Special Guest Crew Members (*Crew cards with a * symbol after their name*) to the starting deck. Deal 6 Crew Member cards to each player and place 1 Crew Member in the Brig and 1 Crew Member on Shore Leave.

4-PLAYER GAME: Shuffle 2 standard decks of Space Aces: Landing Party together. Deal 8 Crew Member cards to each player and place 2 Crew Members in the Brig and 2 Crew Members on Shore Leave.

ADVANCED 4-PLAYER GAME: Shuffle 2 standard decks of Space Aces: Landing Party together. Add 2 unique Special Guest Crew Members (*Crew cards with a * symbol after their name*) to the deck. Deal 9 Crew Member cards to each player and place 1 Crew Member in the Brig and 1 Crew Member on Shore Leave.

MEET THE CREW MEMBERS & SPECIAL GUESTS

Every Crew Member is useful. The key to winning is to learn how & when to utilize their unique abilities. Here are some tips:



10 ADMIRAL (OFFICER)

"We aren't all badmirals."

After Taking Command: The Admiral must Stun all other Crew Members on the Planet. Admirals have stunning personalities.



10 OMEGA* (SPECIAL GUEST)

Before Taking Command: Omega will lose -2 Rank for every Activated Starship and any Officer can Take Command from Omega, regardless of Rank. Omega is an evil AI that feeds on Starship energy.



9 CAPTAIN (OFFICER)

"There's coffee on that planet."

After Taking Command: You may Stun the Captain to strip an entire Rank of Crew Members of their character abilities for the rest of the Mission. It's good to be a Captain.



8 NUMBER ONE (OFFICER)

"I'd rather be on the holodeck."

After Taking Command: You may Stun him to swap a Crew Member on Shore Leave with one on your Ship. Vacation plans canceled!



8 DOCTOR

"This wont hurt... a lot."
After Taking Command: The Doctor can revive one Stunned Crew Member on the Planet but he must lose one Rank for all other Stunned Crew Members remaining.



8 ENGINEER

"This engine purrs like a Zylonian Kittenbeast."
After Taking Command: The Engineer may beam up one active Crew Member to each player's Ship (excluding Officers). **Note:** *There must be enough active Crew Members on the Planet to use this ability.*



7 SCIENTIST

"Have you tried reversing the polarity?"
After Taking Command: The Scientist may be Stunned to swap an active Crew Member (excluding Officers) on the Planet with one from your Ship.



7 AMBASSADOR

"Holder of the adored scepter of Acralon..."
Always Active: The Ambassador may Take Command from any Officer on the Planet. Her diplomatic immunity also prevents an Officer from Taking Command from her even though they may have a higher Rank.



7 TRANSLATOR

"Their language is mostly... gill flapping, Sir."
After Taking Command: You may Stun the Translator to pick any Crew Member on your Ship and swap it with any Crew Member on an Opponent's Ship of their choosing.



6 SECURITY

"You're with me, Cadet Whatsyourface!"
After Taking Command: You may pick a Rank, if a Crew Member of that Rank Takes Command from Security they will be Stunned immediately and will be unable to use their Character Ability.



6 TACTICIAN

"Always 42 steps ahead."
After Taking Command: If you can guess a Crew Member on an Opponent's Ship, you may force them to put the correctly guessed Crew Member into their Shuttle.



6 SECRET AGENT

"You didn't see anything."
Always Active: He can only Take Command from Crew with a Rank higher than 6, and only Crew with a Rank lower than 6 can Take Command from him. **Note:** *The Secret Agent cannot Take Command from Stunned Crew Members because their Rank is 0.*



5 CHRONONAUT* (SPECIAL GUEST)

After Taking Command: The Chrononaut may shuffle the whole timeline and place a random Crew Member In Command. Yes, that means the Chrononaut could end up In Command again creating an infinite time loop... time loop... time loop... time loop...



5 TELEPATH

"I'm sensing a lot of animosity... and I like it."
After Taking Command: If you can guess a Crew Member on an Opponent's Ship the Telepath gains a temporary +2 Rank bonus while In Command for that turn.



5 NAVIGATOR *"Let's goose em."*

After Taking Command: If you can guess a Crew Member on an Opponent's Ship, you may immediately put a Crew Member from your Ship into your Shuttle. That Crew Member must Take Command of the landing party on your next turn.



4 NURSE *"There's a hypospray for that!"*

After Taking Command: If the Nurse Takes Command from a Stunned Crew Member she gains a temporary +4 Rank bonus while In Command for that turn.



4 ROBOT *"Your odds of that succeeding are... never mind, you don't want to know..."*

Always Active: T.E.D. the Robot may Take Command from any Officer, regardless of their Rank, by self-destructing, stunning both itself & the Officer in the process.



4 RED SHIRT *"Oh no... Not again!"*

After Taking Command: You may Stun the Red Shirt to revive any other Stunned Crew Member, placing them In Command and able to use their Character Ability. Never underestimate a Red Shirt!



3 COUNSELOR

"We're all the same Rank here."

Always Active: When any Crew Member Takes Command from the Counselor, their Rank is temporarily reduced to 0 until another Crew Member Takes Command from them as they "work some stuff out."



3 HOLOGRAM *"And I can sing opera."*

Always Active: The Hologram is equipped with emergency command protocols letting it to Take Command from any Officer if a Starship has already been Activated.



3 CADET *"Maybe it's the sweaters..."*

Always Active: Cadets are the actual worst and having one on your Ship puts you at a severe disadvantage. Cadets cannot Take Command from other Cadets and cannot Take Command at all unless an unstunned active Officer is already on the Planet.



2 MIRROR CAPTAIN* (SPECIAL GUEST)

Before Taking Command: If you betray a Crew Member on your Ship by discarding them to the Brig, Mirror Captain gains a +7 Rank bonus while In Command for that turn. Curse her sudden but inevitable betrayal.



3 ROGUE* (SPECIAL GUEST)

After Taking Command: You may name a specific Crew Member, that Crew Member cannot beam down and Take Command from the Rogue for that turn. She's got dirt on literally everybody.



2 SMUGGLER* (SPECIAL GUEST)

After Taking Command: Stun the Smuggler to sneak a random facedown Crew Member out of the Brig, placing them In Command of the landing party on the Planet. You may use their Character Ability if possible.



2 SABOTEUR* (SPECIAL GUEST)

Out Of Turn Action: During an Opponent's turn, when they try to Activate their Starship, you may prevent them from activating it this turn by revealing the Saboteur from your Ship. Ensign Scritches then gets discarded to the Brig immediately. Bad doggo.



2 STOWAWAY* (SPECIAL GUEST)

After Taking Command: You may Stun the Stowaway to either place your Buffered Crew Member directly into your Shuttle without having to Activate your Starship, or swap any two Buffered Crew Members. **Note:** You may always look at what Crew Member is in your Buffer, however you may never look at who is in an Opponent's Buffer.



2 SALVAGER* (SPECIAL GUEST)

Before Taking Command: The Salvager's Rank may be made equal to the number of Stunned Crew Members on the Planet. However, immediately after Taking Command the Salvager's Rank resets to 2.

For more Space
Aces fun, visit:

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.FUN**



ACHIEVEMENTS



Unflipped Ship

Win a Mission without using your starship's special ability.



Cadet FTW

Win a Mission by playing the Cadet as your last card.



Cadet Cringe

Win a Mission with 2 Cadets still onboard your Ship.



1, 2, 3 You're Out

Win a Mission by only beaming down 3 Crew Members or less.



What Officers?

Win a Mission without beaming any Officers down to the Planet.



Navigator's Gambit

Win a Mission with the Crew Member in your Shuttle.

T-REX
GAMES

